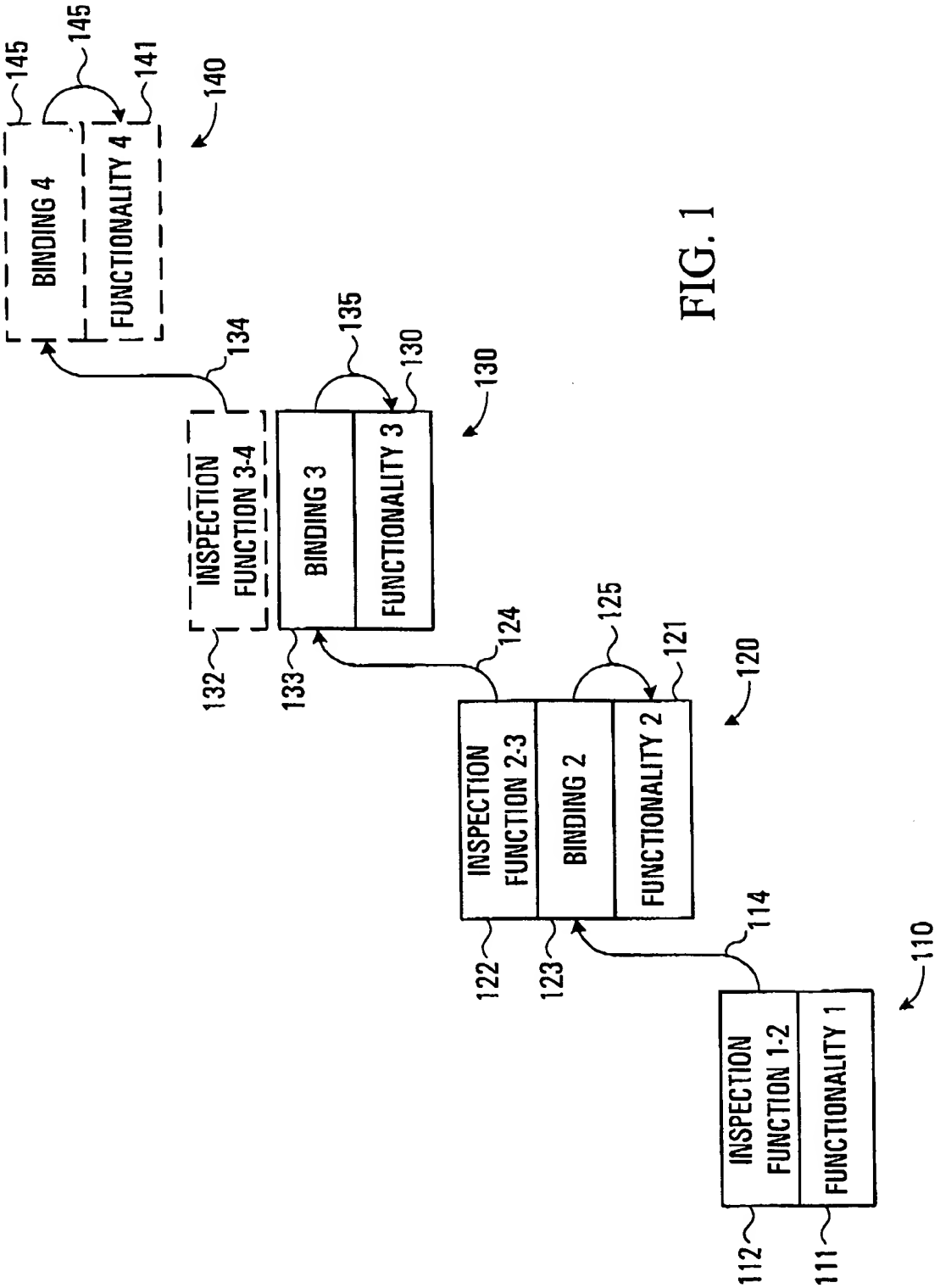
INSPECTION FUNCTION 1-2
FUNCTIONALITY 1
INSPECTION FUNCTION 2-3
BINDING 2
FUNCTIONALITY 2
INSPECTION FUNCTION 3-4
BINDING 3
FUNCTIONALITY 3
BINDING 4
FUNCTIONALITY 4
110
111
112
114
120
121
122
123
124
125
130
132
133
134
135
140
141
145

FIG. 1

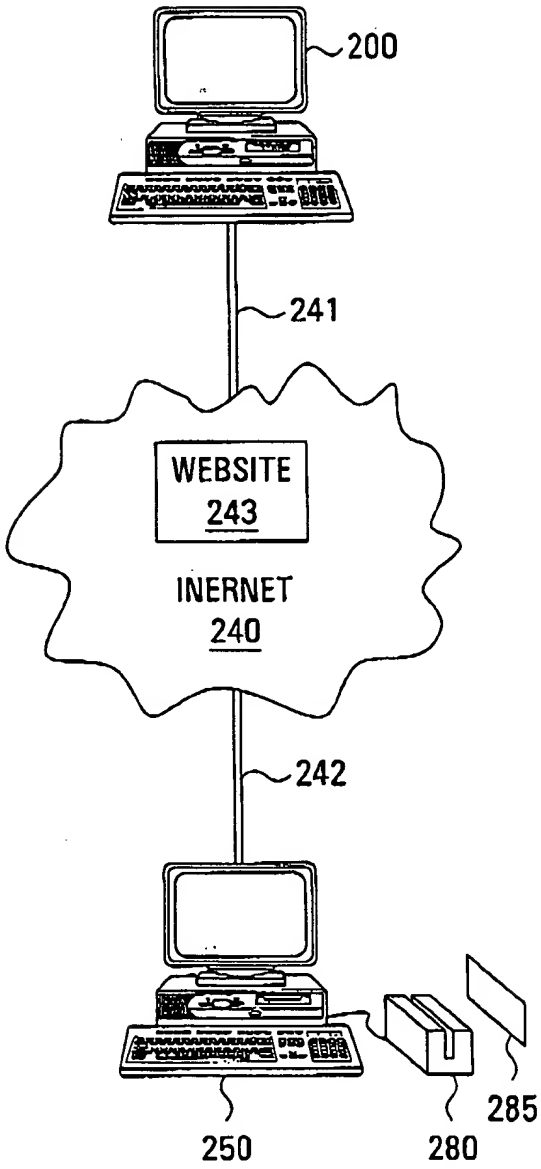

FIG. 2

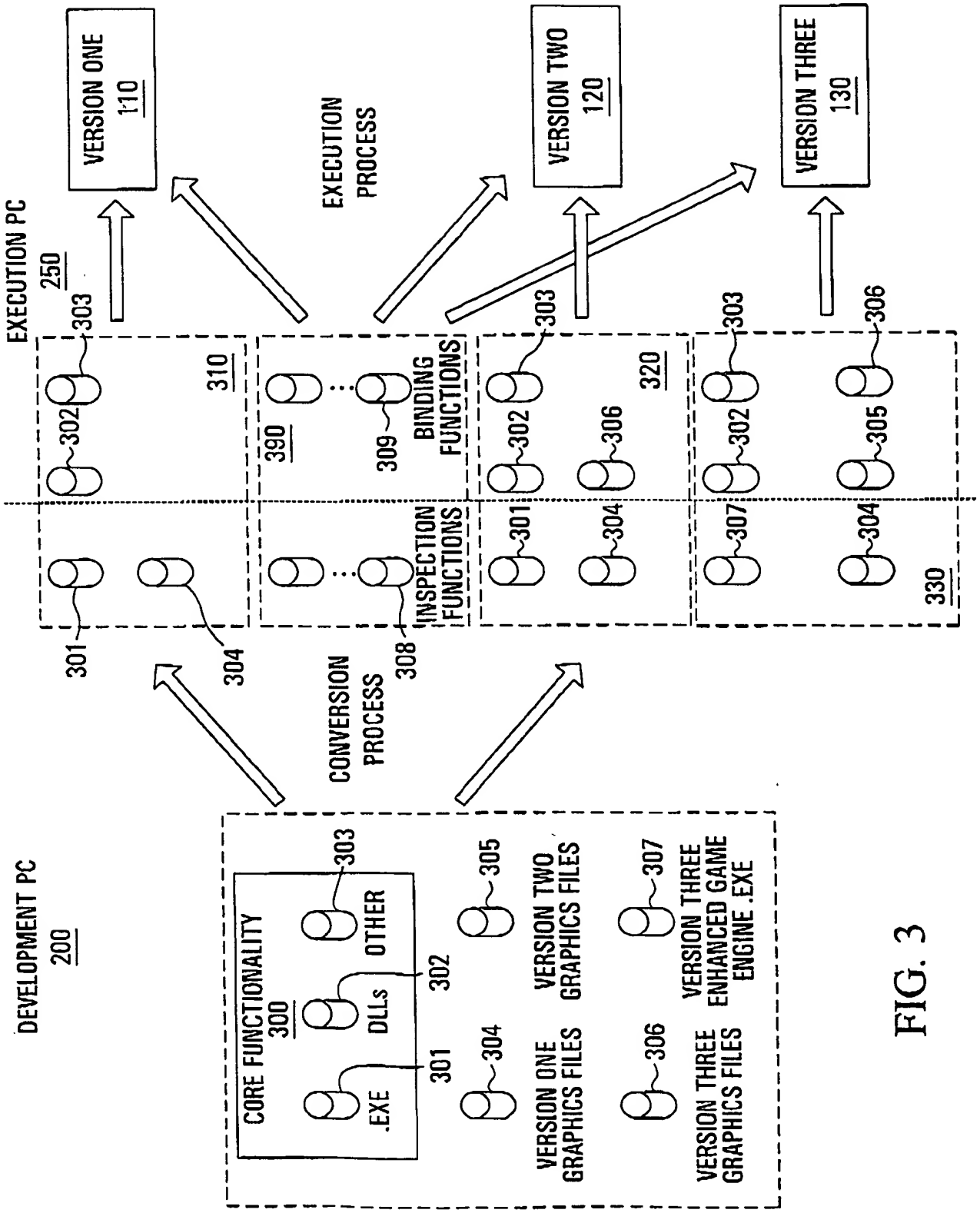
DEVELOPMENT PC
200
CORE FUNCTIONALITY
300
.EXE
DLLs
OTHER
301
302
303
304
VERSION ONE GRAPHICS FILES
305
VERSION TWO GRAPHICS FILES
306
VERSION THREE GRAPHICS FILES
307
VERSION THREE ENHANCED GAME ENGINE .EXE
CONVERSION PROCESS
308
INSPECTION FUNCTIONS
309
BINDING FUNCTIONS
310
390
320
330
EXECUTION PC
250
EXECUTION PROCESS
VERSION ONE
110
VERSION TWO
120
VERSION THREE
130

FIG. 3

```
<?xml version="1.0"?>
    <am_metadata>
        <level_one>
        </level_one>
        <level_two>
            <required="smart-card access">
        </level_two>
        <level_three>
            <required="e-cash capability">
        </level_three>
    </am-metadata>
```

FIG. 4

09/746,694 - 122900

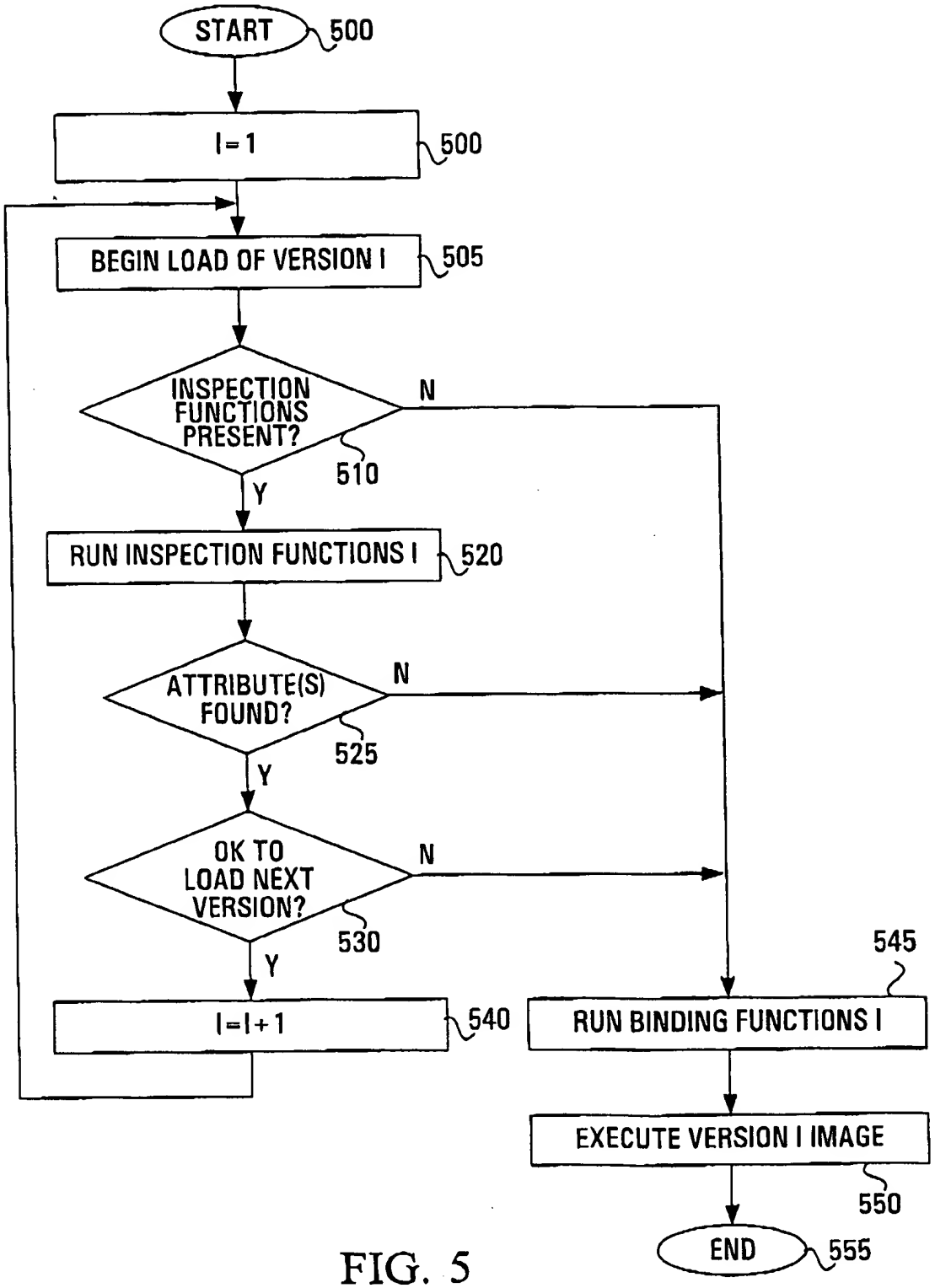
START
500
I=1
500
BEGIN LOAD OF VERSION I
505
INSPECTION FUNCTIONS PRESENT?
N
510
Y
RUN INSPECTION FUNCTIONS I
520
ATTRIBUTE(S) FOUND?
N
525
Y
OK TO LOAD NEXT VERSION?
N
530
Y
I=I+1
540
545
RUN BINDING FUNCTIONS I
EXECUTE VERSION I IMAGE
550
END
555

FIG. 5